

Wakefield School Sports Network School Sports & PE Teaching, Coaching and Co-ordination www.wakefieldschoolsports.com

Resources:

Spots, strips, cones, tape measures

Objectives

- WALT We are learning to combine our running technique and stride pattern to help increase the distance in our jumping.
- WILF What I'm looking for is for you to be able to link your running technique and stride pattern to improve your take off.
- TIB This is because we are using an effective run up and take off to increase the distance we can jump.

Year 5/6

Lesson 3

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Activities	Coaching Points
 Classroom: Jumping for distance Video introduction- using the Greg Rutherfords long jump video discuss with the pupils the link between running technique/stride pattern in the long jump. Share success criteria 	http://www.bbc.co.uk/sport/0/olym pics/19132048
 Setting up the environment: Jumping Hop, skip and a jump - Explore different ways of jumping including take off and land Develop with partner a pulse raising activity involving jumping. 	Warming up Stretching Increasing pulse rate
 Warm Up: Agility, Spot to spot – Group into four colours and place randomly around area. Pupils hop, skip and jump to their spots with an odd person out each time. Activity 1: Two footed jumping Land Ahoy! – In pairs using strips and cones, pupils jump, from a two footed standing start an area 0.5m increasing, landing on two feet. 	 Jumping Bend ankles, knees and hips Push hard against floor Drive back and forward with arms Lean forward when taking off Quickly straighten legs
Q. How can you increase the distance of your jumping?	
 Activity 2: One footed jumping How few hops? – Using a marked start line and a 6m finish line how few hops can pupils cover the distance in? 	 One footed jumping: Use arms for balance & generate momentum Bounce the foot off the ground Drive knee forwards
Q. What would happen if you combined a run up with your one	footed take off?
 Activity 3: 1, 3, 5 stride take off How far now? – Working in pairs practice one footed take off and two footed landings. Increase stride try a short run up to increase distance. Partner marks distance with cone. Partner observes and gives feedback. 	Run up Starting technique Running technique Shorten stride pattern to allow longer stride to reach take off position.



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Ch	allenger Dun up take off and landing		T
Cna	allenge: Run up, take off and landing		
•	Long Jump – In groups of 6 challenge the pupils to a long		
	jump challenge. Each pupil has three jumps		
	jump the longest distance possible.		
	After our lesson today what techniques do yo	ou need to com	bine to make you jump for distance
_	ective?		I
Cool down: Jumping techniques			
•	Statues – using spots and strips pupils travel		
	cool area. Upon the command jump pupils ju		
	two footed onto a spot or one footed onto a		
	Gradually reduce the speed to cool down.		
Suc	Success Criteria		Main Coaching Points
1.	Jump from two feet to two feet and one foot to two feet		Jumping technique (take off and
	identifying correct technique.		landing)
2.	Combine a run up and a one footed take up to increase my jumping distance.		Run up (starting position, stride
			pattern)
3.	3. Maximise my run up by changing my stride pattern as I approach the take off stripe.		Flight through the air
			Landing
Evaluation		Points for next lesson	